## WindowController # m window # m\_deleteOnWindowClose + init() + run() + draw()

+ window()

+ setWindow()

+ processWindowCommand() + WindowController()



## NetActionConfirm

- + NetActionConfirm()
- + ~NetActionConfirm()
- + init()
- + processWindowCommand() + finalizeJoinGame()
- + confirmedJoinGame() + confirmedNetDie()
- + confirmedNetSaveGame()